

**VIENNA PARKS & RECREATION DEPARTMENT
120 CHERRY ST. SE
VIENNA, VA. 22180
(703)255-6352**

**ADULT BASKETBALL LEAGUE
RULES AND REGULATIONS**

1.00 COACHES/MANAGERS

- 1.01 The coach or manager shall be the team representative.
- 1.02 The coach or manager shall be responsible for the following:
 - a. Informing team members of the outcome of league protests and reviews.
 - b. Knowing the league rules and being able to advise team members as to their interpretation.
 - c. Distributing league schedules and other league material to team members.
 - d. Controlling language and conduct of players and spectators.
 - e. Acting as liaison to the Parks & Recreation Dept.
 - f. Rosters, protests, and any other league paperwork required by the Parks & Recreation Dept. or these rules and the timely submission of same.

2.00 OFFICIALS

- 2.01 Officials shall be members of an approved local association holding a current contract with the Vienna Parks and Recreation Department.
- 2.02 The Association's Commissioner shall assign officials to games.
- 2.03 Any player, manager, coach or team official hitting, shoving, or making any type of inappropriate physical contact with an official, scorer, or timer will be suspended from further participation (see 4.06).
- 2.04 Two officials will be assigned for each game, except during the tournament, where a three official rotation will be used.
- 2.05 The Parks and Recreation Department will provide the official scorer and timer.
- 2.06 If the main scoreboard malfunctions, the official shall designate the official watch or keep it himself. The official score shall be that score recorded in the official scorebook.

3.00 FRANCHISE FEE

- 3.01 The franchise fee shall be an established amount to cover league expenses (officials, equipment, awards, etc.).
- 3.02 The franchise fee will be determined each year by the Vienna Parks & Recreation Department.
- 3.03 A complete roster must accompany each team's franchise fee in order to be considered for the league. The \$20 non-county fee should be included along with the franchise fee.
- 3.04 Franchise Fee checks should be made payable to: **Town of Vienna**, and delivered to: 120 Cherry Street Southeast, Vienna, Va. 22180, Attention Athletic Coordinator. **The non-resident of Fairfax county checks should be made payable to: Fairfax County CRS.**

4.00 PLAYER ELIGIBILITY

- 4.01 A player must be at least 18 years of age by opening game to participate in the league.
- 4.02 A player may play on only one team under the jurisdiction of the Vienna Parks and Recreation department.
- 4.03 A team playing an ineligible player shall automatically forfeit all games in which this player participated.
- 4.04 Players and coaches must conduct themselves in a sportsman-like manner at all times. Physical

violence, abusive language or any unsportsmanlike action will not be tolerated. Disciplinary action will be taken against individuals and/or teams who do not strictly adhere to the above rule. Individuals and/or teams may be suspended from the leagues, with no portion of the franchise fee returned.

- 4.05 If a player or coach is ejected from a game by an official or gymnasium supervisor, this person will result in additional disciplinary action, as directed by the League Commissioner. This rule is not subject to protest or review.
- 4.06 Anyone who strikes, shoves, pushes, bumps, or otherwise molests, harasses, or threatens an official or gymnasium supervisor shall be suspended from these leagues for at least two years from the date of the incident. Application for reinstatement to the league shall be submitted to the Athletic Program Coordinator, who shall make a decision either to deny reinstatement or to reinstate the violator with any additional conditions the Athletic Program Coordinator deems applicable.

5.00 TEAM ROSTERS

- 5.01 Rosters must be typed or printed on the roster forms provided by the Recreation Dept. Rosters must list the proper name (no nicknames), address, zip code, and a home phone number of each player, manager, and coach. Incomplete rosters will be returned. For participation in this league, all rosters must be comprised of least 66% Fairfax County residents, and this percentage must be maintained throughout the season. Place of employment does not qualify a player as a resident.
- 5.02 League rosters are limited to fifteen players. All changes (i.e., additions, deletions, etc.) must be made in writing and filed with the Parks & Recreation Department.
- 5.03 Roster changes will not be allowed after the third game, except in cases of extreme emergency. The Athletic Program Coordinator will adjudicate requests for emergency decisions.
- 5.04 Rosters must be submitted (along with the fee) to the Parks and Recreation Dept. at registration. Additional rosters should only be submitted if there have been any changes. (See rules 3.03 & 3.04)

6.00 UNIFORMS & EQUIPMENT

- 6.01 It is recommended that all teams wear reversible jerseys. All teams in the league are required to wear jerseys with numbers imprinted on the back. Any player not in acceptable uniform (jersey with number) will not be allowed to play. The Athletic Coordinator will strictly enforce this rule, which may also include forfeit of game. Only digits one through five are recommended (3, 25, 34, etc.). The numbers **MUST BE VISIBLE!**
- 6.02 Players and coaches must wear basketball, tennis, or gym shoes for all games and warm-ups.
- 6.03 Each team shall furnish its own uniforms and game ball. The official clock and scorebook will be provided by the league.

7.00 PLAYING RULES

- 7.01 Games will be played in accordance with the official basketball rules as adopted by the National Federation of State High School Athletic Associations, except where amended by the league rules below:
 - a. The game will be played in two twenty-minute halves with the first eighteen-minutes being a running clock. The clock will only stop for injuries, time-outs, and all free-throw shooting situations. The last two minutes will be played by regular game rules. (clock stops on all whistles)
 - b. If a team is up by 20 points or more with two minutes remaining in the 2nd half, the clock will only stop for injuries, time-outs, and all free-throw shooting situations.
 - c. All players are allowed six personal fouls before they are required to leave the game. A technical foul also counts as a personal foul and a team foul. A player receiving two technical fouls will be ejected from the game. Any player ejected from any game as a result of receiving two technical fouls may receive a one game or multi-game suspension! The Athletic Coordinator will review the causes for an ejection by technical foul and determine the penalty, if any.
 - d. There will be three minutes between halves and one minute between overtime periods in all games.

- e. All teams will receive three (3) full time-outs per game. One additional time-out shall be allotted for each overtime period. Unused time-outs from regulation play may be carried over to overtime play.
- 7.02 A tie game may progress through two three minute overtime periods. All overtime periods must be played within the time limit. If a game is tied and time has expired, the game will stand as a tie, and will be replayed only if it has a bearing on the championship.
- 7.03 Games may start and end with four players (can not go below four players). A forfeit will be declared if a team is not ready to play at scheduled game time (see rule 8.01). The decision of the Gym Supervisor is final. Teams must report 15 minutes before scheduled time.
- a. The first game will have a 10 minute grace period with the clock starting at the regulation time. During the grace period, once the clock reaches the five minute mark one of the three time-outs will be forfeited. When the grace period ends (10 minutes) game is forfeited.

8.00 FORFEITURE

- 8.01 If the required number of players, four, has not been met by game time by one of the teams, the game will be forfeited and the score shall be 2-0. If both teams fail to have the required number of players, the game will be canceled and will not be made up. Both teams will receive losses.
- 8.02 The entire game can be completed with four players.
- 8.03 A team forfeiting two league games because of failure to have the required number of players will be ejected from the league. The Athletic Coordinator may review team ejection for failure to participate and reinstate the team for good cause. All games will be forfeited for a team ejected from the league for any reason and all games will count as a win for scheduled opponents, no matter the outcome of earlier play. No part of any league fee(s) will be returned.
- 8.04 Using an ineligible player shall result in forfeiture.
- 8.05 Coaches shall be responsible for the conduct of their players. Improper conduct on the part of either players or spectators may result in forfeiture of the game by the Recreation Department.

9.00 PROTESTS

- 9.01 No protests on game situations (official's judgment) are allowed. If a ruling is believed to conflict with Federation rules or these league rules or a question of eligibility is involved, a coach may protest the game. Scorer must enter protest in scorebook. A written protest must be submitted to the Athletic Coordinator, within 48 hours after completion of the game. A \$25.00 fee must accompany the protest. If the appeal is granted, the fee will be returned.
- 9.02 The protest must contain the following information:
- a. Date, time and place of game.
- b. Names of officials and scorekeeper.
- c. The name(s) of player(s) in question.
- d. The decision and conditions surrounding the making of the protest.
- e. All essential facts involved in the matter protested.
- 9.03 The Athletic Coordinator will review protests once all information has been received. His decision will direct whether the protest will be denied, whether the game will be replayed or forfeited. The decision is final.
- 9.04 If any of the procedures for protest are not followed, the protest will not be accepted.

ADMINISTRATIVE REGULATIONS & INFORMATION

- 10.01 Any question or situation not covered by these league rules or official interpretations thereof shall be referred to the Athletic Coordinator for a final decision. This decision is not subject to appeal or review.
- 10.02 Any player or coach found guilty of defacing or destroying school property shall be held responsible for damage and shall be suspended from play until restitution is made.
- 10.03 No player may wear jewelry of any type on the hand, arms, face, or ears while participating in league games. A player wearing glasses should wear a protector or a strap. Shatterproof lenses are recommended. If a player has any type of non-removable exposed body piercing, they will not

be allowed to participate. Taping over any type of jewelry or body piercing will not be an acceptable remedy for participation.

10.05 No game may be postponed without prior approval of the league office.